

# STAR WARS

ROLEPLAYING GAME

EDGE  
EMPIRE

AGE OF  
REBELLION

FORCE  
AND DESTINY



THE CRYPT OF SAALO MORN





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## THE CRYPT OF SAALO MORN

*A thousand years after Exar Kun and Ulic Qel-Droma waged the Sith War against the Old Republic, a would-be Sith fanatic named Saalo Morn failed his training as a Force adept. Embracing the dark side, Saalo Morn stole his master's most valued possession, a helmet imbued with the power of the Force, and fled to a primitive world in an isolated corner of the galaxy.*

*Once established in his new home, Saalo Morn tried to set up a kingdom over the native tribes. He convinced them to waylay the few travelers who came to his tiny world, and they brought him their spoils as tribute. But in all the decades he lived there, no one with the potential to become his apprentice ever appeared. Saalo Morn's dreams of creating a new Sith Empire and establishing himself as the new Dark Lord of the Sith died with him.*

*Morn's spirit haunted his crypt in a sort of deathless sleep, waiting only for the arrival of someone strong in the Force to awaken him and either serve as his vessel in the physical world or become his dark apprentice....*

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# INTRODUCTION

The **Crypt of Saalo Morn** is a mini-adventure for the **Star Wars: Edge of the Empire, Age of Rebellion, and Force and Destiny Roleplaying Game**. In a time-lost tomb, the PCs fall into the clutches of a potent evil...the spirit of a long-dead Sith.

## ADVENTURE BACKGROUND

A thousand years after Exar Kun and Ulic Qel-Droma waged the Sith War against the Old Republic, a would-be Sith fanatic named Saalo Morn failed his training as a Force adept. Embracing the dark side, Saalo Morn stole his master's most valued possession, a helmet imbued with the power of the Force, and fled to a primitive world in an isolated corner of the galaxy.

Once established in his new home, Saalo Morn tried to set up a kingdom over the native tribes. He convinced them to waylay the few travelers who came to his tiny world, and they brought him their spoils as tribute. But in all the decades he lived there, no one with the potential to become his apprentice ever appeared. Saalo Morn's dreams of creating a new Sith Empire and establishing himself as the new Dark Lord of the Sith died with him.

But Saalo Morn still clung to a semblance of life, enduring as a dark stain on the Force - a dark side spirit obsessed with the dreams he had nurtured in life. Morn's spirit haunted his crypt in a sort of deathless sleep, waiting only for the arrival of someone strong in the Force to awaken him and either serve as his vessel in the physical world or become his dark apprentice.

## INTEGRATING THE PLAYER CHARACTERS

**Force and Destiny** characters may learn of the crypt's existence through half-fabricated rumors in seedy spaceport cantinas, from enigmatic references in obscure texts, from veiled tales in a holocron, or from simply stumbling upon the crypt's entrance while pursuing some other adventure.

The GM might even have the descendants of the original primitives still carrying out the orders of Saalo Morn and attacking ships that land near his tomb. At the GM's discretion, the natives could have stolen or developed more advanced weapons and possess the ability to shoot their targets out of the sky with powerful ion cannons. Perhaps they even bring the PCs directly to the crypt as a sacrifice.

**Edge of the Empire** characters could be hired out as grave-robbers or treasure hunters to plunder the tomb for its artifacts and secrets, while **Age of Rebellion** characters may be tasked to secure the site for the Alliance and keep it's dangers from falling into the hands of the Empire.

## THE SETTING

The crypt itself should be difficult to reach - in a narrow fissure in a deep ravine, behind a tiny opening in a high cliff wall, or perhaps through a forgotten doorway in a secret catacomb. The PCs should not simply be able to walk in and start poking around. They should have to make a difficult climb or search for a while before discovering the tomb's location.

The crypt of Saalo Morn consists of five distinct areas. Note that Morn can attempt to use his possession power only on Force users who enter his burial vault and try on the helmet they find there.

*Doors in the Crypt:* Nearly every door in the crypt is made of stone and firmly sealed shut. Moving the doors aside with physical strength alone proves difficult (a **Daunting** [◆◆◆◆] **Athletics** check). Inventive PCs may also try to blast or cut their way through a door to create an opening large enough to pass through, though the GM may want to make the use of explosives here particularly dangerous (an upgraded **Hard** [◆◆◆◆] or **Daunting** [◆◆◆◆] **Mechanics** check) with a ⚡ result caving in entire rooms or blocking passageways. Force Sensitive PCs will find that the doors open easily using the Move power.

*Light in the Crypt:* There are no light sources in the crypt aside from what the PCs bring with them.





# THE CRYPT OF SAALO MORN

"What fuels your power with the Force but your passion?  
The stronger, darker emotions. Anger, hatred, fear... these passions empower us."  
-Yuthura Ban

# THE CRYPT OF SAALO MORN





The GM should read the opening crawl aloud to the players at the start of play. Once it's established why and how the PCs find themselves in the crypt of the dark lord Saalo Morn the GM may refer to the map on page 8 which lays out the chambers of the tomb by numbers as follows:

## 1. ENTRY HALL

Read or paraphrase the following:

*Almost hidden among the features of the stone wall, a dark opening beckons. Inside, the ground slopes sharply downward into blackness.*

Simply drawing near the tomb allows any Force Sensitive PC to pick up on the potent Force emanations coming from the tomb. Read or paraphrase the following:

*This close to the entrance, you can feel a sort of chill in the air, as though a cold breath were passing over your skin. It is definitely coming from the entrance, but further down the passage you also get a sense of strength, a power neither light nor dark, waiting patiently to return to active use.*

Should the PCs take the time to examine the entry hall, allow them to make an **Average (◆◆) Perception** check to notice that the ceiling consists of half a dozen distinct square blocks of solid stone 2 meters across, covering the length of the corridor. They are suspended from above by stout chains. When the PCs open the hidden door leading to the Dark Hall (map area 3), the blocks are released, and fall one by one to fill the Entry Hall. The PCs can disarm this trap with an upgraded **Hard (◆◆◆) Mechanics** check, provided they have some way of wedging each of the six blocks in place. A ☹ results in one or more PCs being buried under the blocks when they fall, in addition to the physical damage suffered (see below).

If anyone is in the Entry Hall when the blocks drop, they must attempt to get clear (a **Hard [◆◆◆] Coordination** check). If the check fails, they are struck by the falling stones and suffer 10 damage (and/or a critical injury at the GM's discretion).

If the trap is triggered then the Entry Hall is now blocked by the stones and the PCs will be unable to exit the crypt unless they find a way to clear the blocks (six blocks in total). Ultimately, using the Move Force power is probably the PCs best bet to clear the passageway. Once a block has been lifted, it can be propped into place using any object (such as a weapon, or some of the various items found in the crypt itself).

## 2. CRYPT

Read or paraphrase the following:

*This small, square chamber seems to be a crypt. A large sarcophagus, crudely carved with the image of an impressive humanoid figure, rests near the west wall, below a roughly-painted mural depicting the same figure pulling starships down from the sky. Scattered around the base of the sarcophagus are baskets of withered fruit, odd bits of metal fashioned into crude jewelry, and an ancient blaster pistol, its power pack long drained and dead.*

The paint on the eastern wall of the crypt hides the seams of another stone door, which requires an **Average (◆◆) Perception** check to discover. When the door is opened, though, it triggers the stone block trap in the Entry Hall (map area 1). Once the trap has been dealt with, read or paraphrase the following:

*The darkness grows thicker around you, and a noise like cracking bones rises out of the open doorway. There is a brief sensation of someone staring at you intently.*

To any Force sensitive PCs, read or paraphrase the following:

*The feeling of being scrutinized is particularly intense for you. There is a kind of pressure on your mind for a moment ... then an impression of dark satisfaction, as though someone horrible has been waiting here for you for a very long time.*

Saalo Morn has awakened, roused by the presence of Force-users in his crypt. If the PCs demur at exploring the crypt further, he uses his powers to convince one of their number that she saw the distinctive light of a glowrod, just for a moment, deeper inside the crypt. If the PCs have disabled the stone block trap in the Entry Hall, Morn uses his dark side powers of illusion to make it appear as though their efforts have failed, and the blocks have crashed down, smashing whatever they had left to hold them up.



### 3. DARK HALL

The dark chamber was once Saalo Morn's meditation room, and he long ago painted every surface a light-less black to help him focus. As the PCs enter the Dark Hall, read or paraphrase the following:

*Larger than the last room, this chamber is shrouded in darkness, as though it clings to every surface. You can just discern the shapes of four pillars around the room. Filling the south wall is a large, shadowy bas-relief of a robed figure - the same one on the sarcophagus outside - wearing a foreboding masked helmet.*

The bas-relief on the wall is, in fact, Saalo Morn, awake now and searching for some sign that one of the PCs would make a good apprentice. As soon as anyone examines the bas-relief, Morn makes his presence known. Read or paraphrase the following:

*The helmeted figure suddenly moves! It is not a bas-relief at all, but some dark spectre. "Welcome," it rasps, in a gravelly voice. "Welcome to the home of Saalo Morn the Dark Lord of the Sith. What offering have you brought me?"*

Saalo Morn has chosen to interact with the PCs in hopes that at least one of them displays the kind of fear, hatred, or anger that he is looking for in a student. He gladly tells them anything about himself that they ask—aggrandizing his history, of course—and tries hard to seem as though he wishes to help them.

On the subject of escaping the crypt, though, he says only:

*"The key to resetting the ancient traps—and thus, reopening the way out—lies interred with my bones deep beneath this chamber. But the dark side is strong there...stronger than any of you. You would do far better to lie down here and die, than to face the horrors that await you below."*

Saalo Morn hopes to trick the PCs into descending down into his burial vault. If the PCs refuse to rise to his challenge, though, he offers "encouragement," by releasing guardian spirits (or illusions of guardian spirits, at any rate) to battle them. If this happens, read or paraphrase the following:

*The spectre of Saalo Morn fades away, revealing a larger hall beyond him. From the darkness, skeletal figures rise up and surge forward, wielding ancient blaster pistols and primitive hand weapons.*

These are only phantasms of course, but while the PCs believe, they are real enough. Once all of them have been defeated, the skeletal figures simply vanish in the darkness.

### GUARDIAN SPIRIT [MINION GROUP]



**Skills (group only):** Melee, Ranged (Light)

**Talents:** None

**Abilities:** None

**Equipment:**

- **Ancient Blaster Pistol:** Ranged (Light); Damage 5; Critical 4; Range (Medium); Inferior
- **Ancient Sword:** Melee; Damage +1; Critical 3; Range (Engaged); Defensive 1

### 4. GRAND VAULT

Read or paraphrase the following:

*This great room has the aspect of an ancient throne room, complete with an elaborately worked chair on a dais near the western wall. Arranged around the room are statues of robed figures, bearing likenesses of humans, devaronians, twi'leks, and rodians. They all appear to be in tremendous agony. Across the room from the throne is a single stone sarcophagus.*

*Behind the throne, a door is quickly gliding shut, and Saalo Morn's raspy voice whispers, "Hurry! This way..."*

Morn is using his dark side illusions to lend urgency to the PCs actions. In fact, the door is already closed, and it requires an **Average (◆◆) Perception** check to locate the catch on the throne that allows it to open. Otherwise, it can be forced open as discussed on page 6.

While the PCs are dealing with the closed door behind the throne, read or paraphrase the following:

*With a low, grinding noise, the single sarcophagus across the room from the throne opens painfully. From the darkness within there is a quick "snap-hiss" noise, and the unmistakable pale glow of a lightsaber illuminates the skeletal figure inside. It steps toward you, and Saalo Morn's voice cries: "Too late! Why didn't you hurry when I told you to?"*

### FEAR

The GM should not hesitate to utilize the Fear mechanic as outlined in the FaD Core Rulebook (page 326). There are multiple instances over the course of this adventure where it would be applicable to use. The difficulty (if used more than once) should increase for each subsequent use.

This particular guardian spirit is real, and armed with a real, if ancient, lightsaber - but Saalo Morn uses his illusions to make it appear as though the thing is immune to the PCs attacks - even their Force powers. Morn's intent is to convince the PCs that this foe is unbeatable; either forcing them to hurry deeper into the crypt or tricking them into using the dark side to take down the skeletal figure. While they fight, Morn goes on about how this creature was once his student, but was corrupted by the dark side. Now, he claims, his former student can only be stopped by the dark side - either through calling on the dark side, or using a Force power that requires dark side points to activate (such as Bind, Harm, and Unleash). In either case, any PC who gives in to Morn's suggestions should incur substantial Conflict.

If any of the PCs comply, Saalo Morn lets it appear as though it has worked - though in reality, he's just letting the illusion fade - and advises the PC to strike once more, "with all their anger," to finish off the skeletal opponent.

### SKELETAL GUARDIAN SPIRIT [RIVAL]

<b>2</b> BRAWN	<b>2</b> AGILITY	<b>2</b> INTELLECT	<b>2</b> CUNNING	<b>3</b> WILLPOWER	<b>1</b> PRESENCE
<b>3</b> SOAK	<b>12</b> WOUNDS	<b>-</b> STRAIN	<b>0 0</b> DEFENSE		

**Skills:** Coercion , Lightsaber , Resilience

#### Talents:

- **Adversary 1:** Upgrade the difficulty of any combat check targeting this character once
- **Force Rating 1:** Roll to activate Force powers

#### Abilities:

- **Darkside Force User:** Use to generate

#### Equipment:

- **Ancient Lightsaber:** Lightsaber; Damage 6; Critical 2; Range (Engaged); Breach 1, Sunder
- **Ragged Robes:** +1 soak



Once the skeleton has been defeated (or the PCs have found their way into the passage behind the throne), Saalo Morn congratulates the PCs on their good work and tells them that they will soon retrieve the key that will set them free.

## 5. VAULT OF SAALO MORN

If the PCs have come this far and still not realized that Saalo Morn is merely using them, they are in terrible danger. Read or paraphrase the following:

*The ghostly figure of Saalo Morn stands beside the large sarcophagus that bears his image - more finely wrought than the one in the entry chamber. "Here I lie waiting," says Saalo, his voice filled with a kind of pride. "And also here lies the key to your freedom. Remove the lid, and take up my ancient helm. With it, you can unlock the barriers and be free at last."*

Lifting the lid of the sarcophagus requires an **Average** **Athletics** check. Once the PCs have the lid open, read or paraphrase the following:

*The lid gives way and reveals beneath the husk of what was once Saalo Morn, wearing a dusty helmet and gorget of dark metal. "There!" Morn says eagerly. "Take the helmet for your own, and it will amplify your powers beyond your imagining! Hurry!"*

Once again, the PCs should be questioning why their escape is so important to Saalo Morn, but if they question him, Morn ignores the question and points out how urgently the party needs to get out. Once Morn identifies the PC whom he thinks is the most likely to don the helmet, he uses his powers of illusion once more to make it appear that the non-Force-using characters are unable to breathe. "You can only save them by donning the helmet!" he tells any Force-users in the group, then adds, "The air in here has become too thin for the others."

The PCs now have two choices. They can either accede to Morn's demands and don the helmet, or they can attempt to destroy him. In the former case, Morn laughs and abruptly vanishes. The PC who dons the helmet discovers that it does indeed enhance his Force abilities, adding +2 to their Force Rank.

However, the PC who chooses to put on the helmet incurs a significant amount of Conflict points for doing so (the specific amount is up to the discretion of the GM). The PC is also in danger of being possessed by the spirit of Saalo Morn. Anyone wearing the helmet must make an opposed skill check (the PCs **Discipline** versus Morn's **Coercion**) every two rounds that the helm is worn.

Casting the helm aside enrages Morn—but he is unable to do anything about it, other than attempting to convince the PC that his friends are dying.

Alternately, the PCs can simply destroy the helmet, which severs Saalo Morn's connection to the physical world. Morn

tries to stop this from happening by covering the helmet with illusions. He tries to convince the PC attacking the helmet that the target of the PCs attack is not the helmet but rather another of the PCs, cowering in fear, and that the helmet is actually elsewhere. However, once the helmet is destroyed, all of Morn's illusions vanish, and the erstwhile "Sith Lord" is destroyed forever.

## XP REWARDS

Standard experience point rewards for **The Crypt of Saalo Morn**:

- Completing the Adventure: 10 XP
- Disabling the Entry Hall stone block trap: 5 XP
- Resisting or overcoming Saalo Morn's illusions: 5 XP


As always, the GM should award bonus XP for good role playing and engaging with the PCs' Motivations.

### THE SPIRIT OF SAALO MORN [NEMESIS]


<b>3</b> BRAWN	<b>3</b> AGILITY	<b>4</b> INTELLECT	<b>3</b> CUNNING	<b>4</b> WILLPOWER	<b>2</b> PRESENCE
<b>4</b> SOAK	<b>16</b> WOUNDS	<b>16</b> STRAIN	<b>0 0</b> DEFENSE MELEE    RANGED		

**Skills:** Coercion , Discipline , Knowledge (Lore) , Lightsaber , Resilience 

**Talents:**


- **Adversary 2:** Upgrade the difficulty of any combat check targeting this character twice
- **Force Rating 4:** Roll  to activate Force powers


**Abilities:**

- **Darkside Force User:** Use  to generate 

**Equipment:** None



## DENOUEMENT

Once Saalo Morn is defeated, the PCs can attempt an **Average (◆◆) Perception** check to find a secret compartment under his sarcophagus. Inside are the treasures he accumulated in life—approximately 20,000  worth of precious metals and gems. Morn's elaborately carved, long-handled lightsaber can also be found next to his remains.



**SAALO MORN'S LIGHTSABER**

<b>Skill</b> Lightsaber	<b>Range</b> Engaged	<b>Encum</b> 1	<b>Price</b> -	<b>Rarity</b> 10
<b>Damage</b> 9	<b>Critical</b> 1	<b>Hard Points</b> 0	<b>Special</b> Breach 1, Sunder, Vicious 4	

Morn's lightsaber has been modified with an extended hilt and contains a corrupted kyber crystal (add  to all Force power checks and if the wielder's Morality rises to 70 or more, it no longer provides  and loses 2 points of the Vicious quality). The crystal has had all of its mods applied.



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A long time ago in a galaxy far, far away...

Description

